تفاصيل المفردات	اسم المادة	ت
 Register transfer and Micro-operation, Register transfer language Bus and memory transfer, Arithmetic logic shift unit, Arithmetic logic, and shift micro-operations, Micro-programmed control unit, Control memory, Micro-program sequencer, Design of control unit. Central processing unit General register organization, Stack organization, Memory stack, Instruction format, Addressing modes, Types of interrupts. Memory Systems Input-output organization Peripheral devices, Modes of transfer, Direct memory access (DMA), Priority interrupt. Parallelism in uniprocessor system Comparison between parallelism and pipelining Memory systems 3. Organization, interleaving (high order, low order), Local memory types. Pipelining: General principles, Arithmetic pipeline, design example pipeline adder. Pipeline analysis (timing, control): Reservation table, states, Collision & collision vector analysis, hardware initiation, State diagram, Modified state diagram, Micro-programmed pipeline. Vector processing: Vector instruction, vector processor, Typical Hardware architecture 	Advanced Computer Architecture + مرحلة ثالثة (مرحلة ثالثة رابعة)	1

الجامعة التكنولوجية

قسم هندسة السيطرة والنظم

مواد الامتحان التنافسي للعام الدراسي (2020-2021)

تخصص ماجستير هندسة الحاسبات

-Intro	oduction		
1.	What Operating Systems Do		
2.	Computer-System Organization		
3.	Computer-System Architecture		
4.	Operating-System Structure		
5.	Operating-System Operations		
6.	Computing Environments		
7.	Open-Source Operating Systems Processes		
mana	gement		
	1. Process Concept (the process, process state		
	,process control block)		
	2. Operations on Processes		
	3. Process Scheduling (long term, short term		
	scheduling, scheduling queue)		
	4. CPU scheduling		
	5. Basic concepts (CPU & I/O Burst cycle,		
	dispatcher, preemptive & non-preemptive	Operating	
	scheduling)	System (OS)	
	6. Scheduling Criteria	System (OS) (المرحلة الرابعة)	2
	7. Scheduling Algorithms	المرحلة الرابعة)	
	8. FCFS, SJF, SRTF, RR,MLQ,MLFBQ		
-Proc	ess Synchronization		
1.	Background		
2.	The Critical-Section Problem		
3.	Peterson's Solution		
4.	Mutex Locks		
5.	Semaphores		
6.	Classic Problems of Synchronization		
-Dea	dlocks		
1.	System Model		
2.	Deadlock Characterization		
3.	Methods for Handling Deadlocks		
4.	Deadlock Prevention		
5.	Deadlock Avoidance		
6.	Deadlock Detection		
7.	Recovery from Deadlock		
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1.Network Types 2.Network Topology 3.Transmission Media 4.Network Components 5.The TCP/IP Protocol Layers: (Design Issues for the Layers) 6.The Link Layer 7.The Services Provided by the Link Layer, Error detection and Correction, Random Access Protocols 8.Transport-layer protocol 9.Transmission Control Protocol TCP (Connection Establishment), User Datagram Protocol UDP Network Layer (a) Routing Algorithms The Link-State (LS) Routing Algorithm Distance vector routing (b) IPv4 Addresses Classless Addressing Glassful Addressing (c) Computer and Network Security	Computer Networks (مرحلة رابعة)	3
1.Neural networks (NNs): -Artificial Neuron Types of Activation functions types of NNs (Feed-forward, Feedback, Supervised and Unsupervised), and types of recall. -Learning Algorithms: Hebbians, perceptron and delta learning rules. -Generalized delta learning rule (Error back propagation algorithm for single and multiple layers. 2.Fuzzy Logic (FL): -Introduction, Fuzzy concepts, Fuzzy sets, and Fuzzy operations. -Fuzzification, Inference Engine, Rule-Base, and	Intelligent Control Systems (مرحلة رابعة)	4

Defuzzification,		
-Fuzzy Logic Control (FCL).		
3.Binary Genetic Algorithm (GA).		
- Elements of GA, Genetic Operators, Initialization,		
Coding, Fitness Function, Selection, Crossover (Mating),		
and Mutation		
1.Sampled Data Control Systems		
Sampling and reconstruction, properties of sampled		
signal, ideal Sampler, Z.O.H.		
2. Analysis of Discrete Control System		
Open-loop system, closed-loop system, system time-		
response, steady state error analysis, mapping S- plane		
/Z-plane.		
3.Stability Analysis		
Bilinear transformation, Z into W, the Routh-Hurwitz		
criterion, and Jury's stability test.		
4. Design of Digital Controllers		
Direct design controller, dead-beat controller, PID	D: : 1	
controller, Design and realization, response between	Digital	
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Root locus, Modified Z- transform.	DSP	
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Difference equations.		
6. Frequency-Domain Analysis (I).		
Discrete Fourier Transform (DFT), DFT for periodic		
sequences, DFT for aperiodic digital sequence, DFT		
properties.		
Fast Fourier Transform (FFT).		
Frequency Response of LTI processor.		
7. Frequency –Domain Analysis the Z-transform.		
Definition and properties of the Z-transform.		
Z-plane poles and Zeros.		
8. Design of Recursive digital filter (IIR)		
Simple design based on Z-plane poles and zeros.		
Filters derived from analog designs.		

Frequency sampling filters.		
 Introduction of variables, decisions, repeating a block of statements. and arrays. Data structure Types, built in types, declaration types Stack and queue Declaration, design functions, applications Single linked list Declaration, design and applications Graph and tree Declaration, design and applications 	Database and data Structure in C++ (المرحلة الرابعة)	6
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Analysis.		
FET Amplifiers		
A.C. Analysis of Common Source, Common Drain,		
8086 architecture.		
8086 addressing modes.		
8086 instruction set.		
Using stack in 8086.		
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Embedded systems main parts.	systems مرحلة ثالثة + رابعة	10
CISC (Complex Instruction Set Computer) versus	الرحدة فقة ۱۱ رابعة	
RISC (Reduced Instruction Set Computer).		
Microcontroller versus microprocessor.		
ATmega 169 microcontroller (architecture and		
capabilities)		